

ALEX MANZELLA

SENIOR IOS ENGINEER

I'm an iOS Engineer but I like any kind of Cocoa, born in 1991 and "Made in Italy".

I grew up in the iOS Jailbreak scene breaking stuff, exploring and learning.

I'm interested in software architecture, focused on quality and love great UI/UX.

I like to work in agile environments, constantly learning and sharing knowledge.

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*" 1 millisecond a day
keeps the user away"*

EXPERIENCE

Verse 2017 - present

iOS Lead

- Built a new iOS team
- Worked on **rewriting** from scratch the Verse Application while developing new features.
- Successfully **eliminated** all the **legacy** of the project I took over and created a solid **foundation** together with my team
- Using **MVVM+C** architecture, **TDD**, UI tests and snapshot tests to ensure **quality** and **maintainability**

Runtastic 2015 - 2017

iOS Engineer

- Shaped and developed features for millions of users of the **Runtastic flagship application**
- Worked closely with **Apple** on new features and app extensions (watchOS, Siri, etc) that were featured multiple times by Apple and mentioned @ **WWDC**
- Successfully developed and introduced a new architecture (**MVVM+C**) in the iOS team (15+ devs)
- Worked closely with **UI/UX** team as the responsible for the Runtastic application
- Worked with **Micro-Frameworks** (around 50 internal pods) to share as much code as possible between all the runtastic apps

GoodBarber 2013 - 2015

iOS Engineer

- Worked on the **GoodBarber Engine** (Native App Builder), an app that can become thousands of different apps
- Built **MyGoodBarber** app from scratch for users to manage and preview their native apps created with GoodBarber
- Built **MyWMaker** app from scratch for users of the WMaker CMS to manage their websites, publish articles or managing comments

MORE

HOBBIES

- Motorbikes
- Snowboard
- Surf

MY STORY

In 2011 I received an iPhone 3GS from my parents, I was in love with it except it lacked a simple but BIG feature: Wallpapers. You could only have a black background. I started to look for ways to workaround this limitation and I discovered the Jailbreak. From there I started to learn coding, research how iOS and its frameworks are working internally and build and publish my own tweaks (<http://mpow.it/Tweaks>), it was a lot of fun, had quite good success and it quickly ended up becoming my job!

SKILLS

Swift	●●●●●●
Objective-C	●●●●●●
TDD	●●●●●●
UIKit	●●●●●●
MVVM	●●●●●●
Viper	●●●●●●
Scrum	●●●●●●